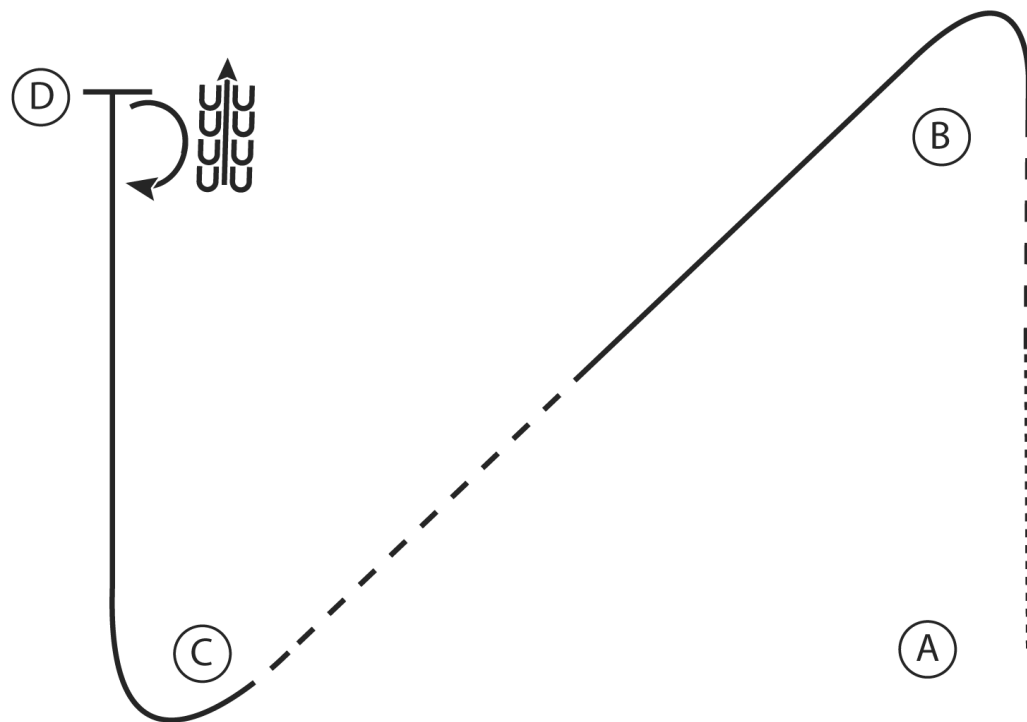


# GQHA Saddle Series

Hunt Seat Equitation (All Novice Youth, Novice Am, 4-H, and Open)

Show Date: 08-19-2017



1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

Walk	.....
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↗↘
Back	⏮⏮⏮⏮
Marker	(B)
Sidpass	←---←

[HSE/2-11]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

Class: \_\_\_\_\_

HSP Pattern #HSE/Level II-11

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Sitting Trot	LL Canter	Posting Trot	RL Canter	180° R forehand	Back									100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
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																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

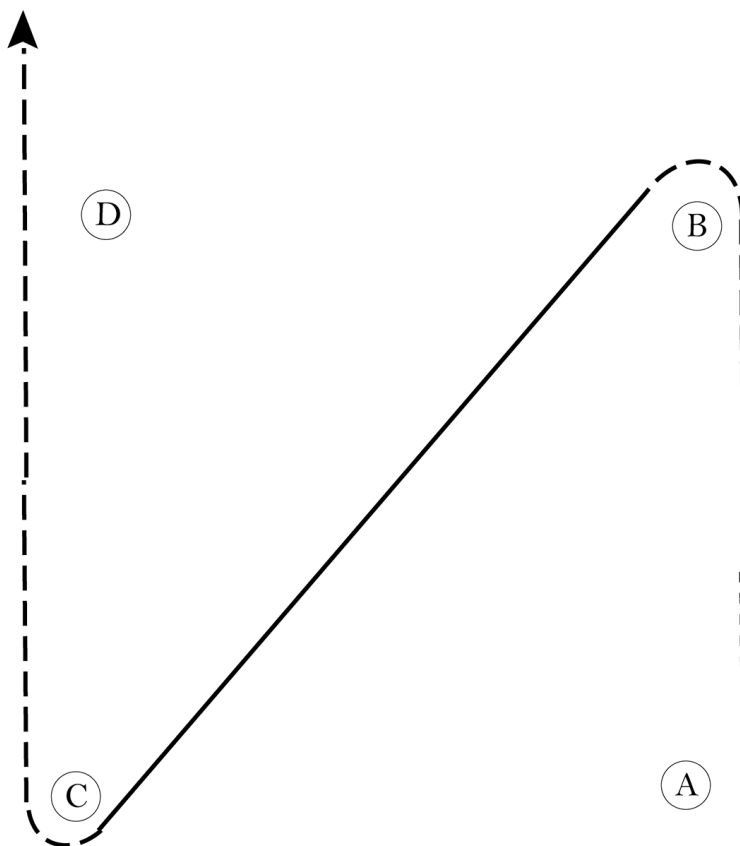
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

## Hunt Seat Equitation (All Rookie Youth and Rookie Am)

Show Date: 08-19-2017



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to and around B.
3. At B, canter left lead to C.
4. Trot around C and to D on the left diagonal.

Pattern is complete once you pass D at the trot.

Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/1-48]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show:

Horsemanship

Date:

Equitation

Judge:

Class: \_\_\_\_\_

HSP Pattern #HSE/Level I-48

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Trot RD	LL Canter	Trot LD												100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
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																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
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																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

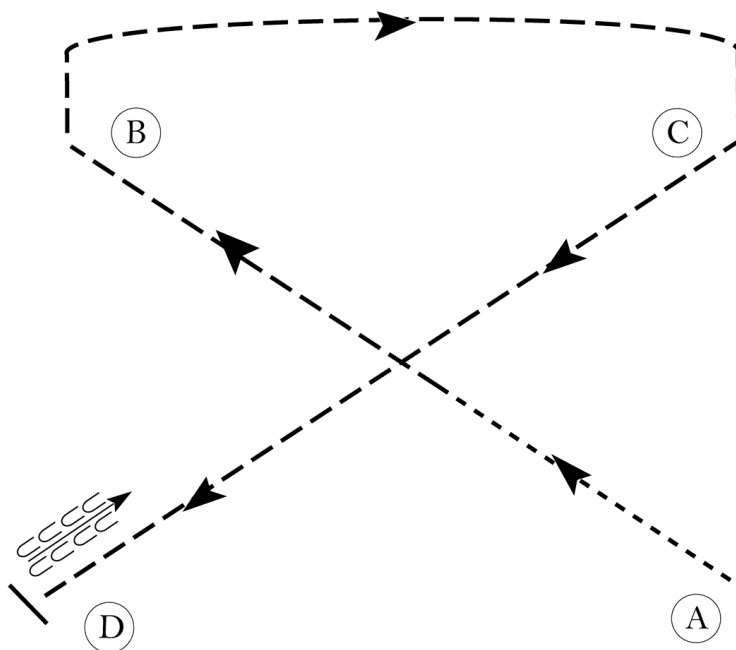
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

## Hunt Seat Equitation (Small Fry and All Walk-Trot)

Show Date: 08-19-2017



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/WT-24]

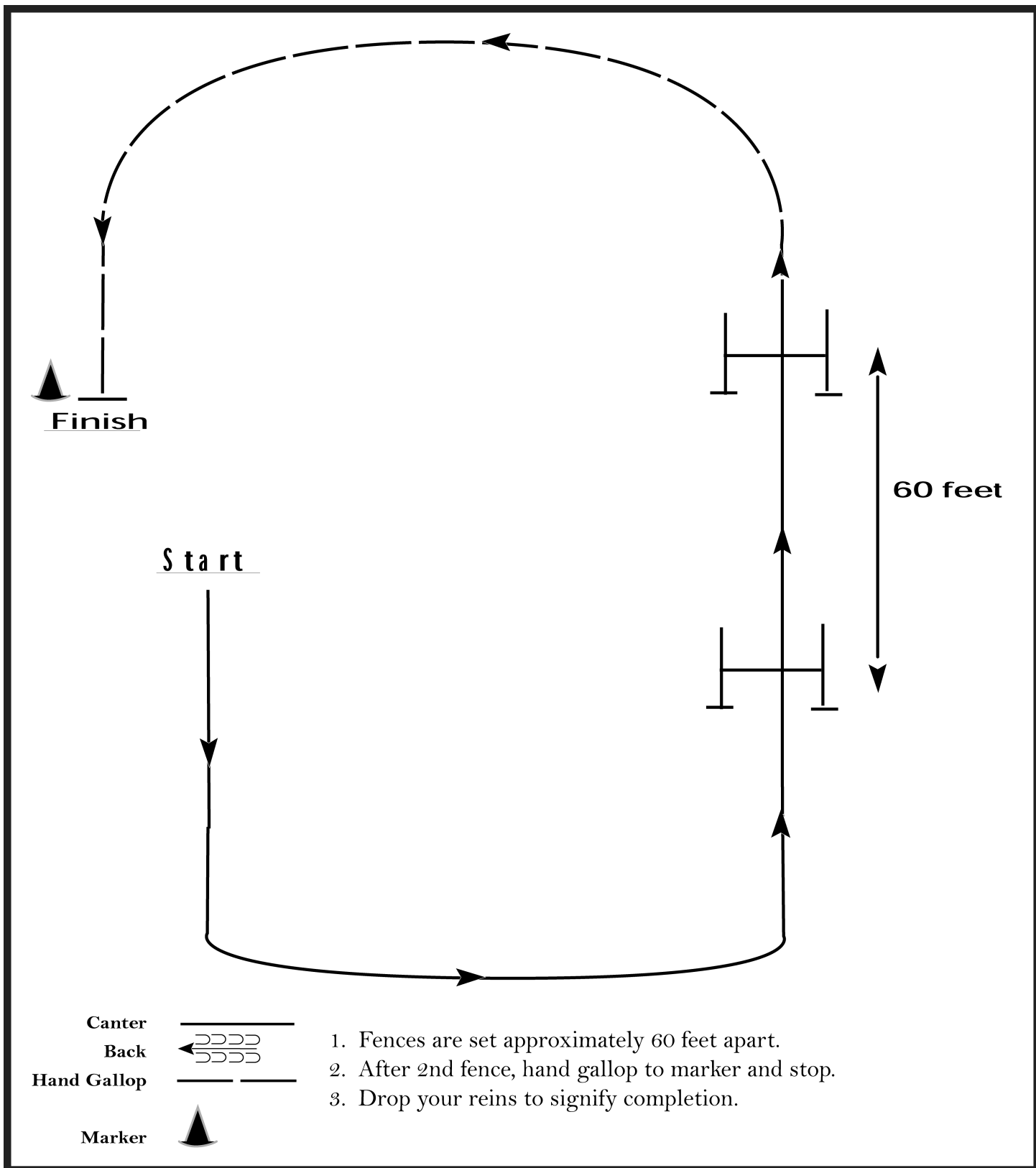
Pattern Provided by:



# GQHA Saddle Series

## Hunter Hack (All Levels)

Show Date: 08-19-2017



[HH/60-5]

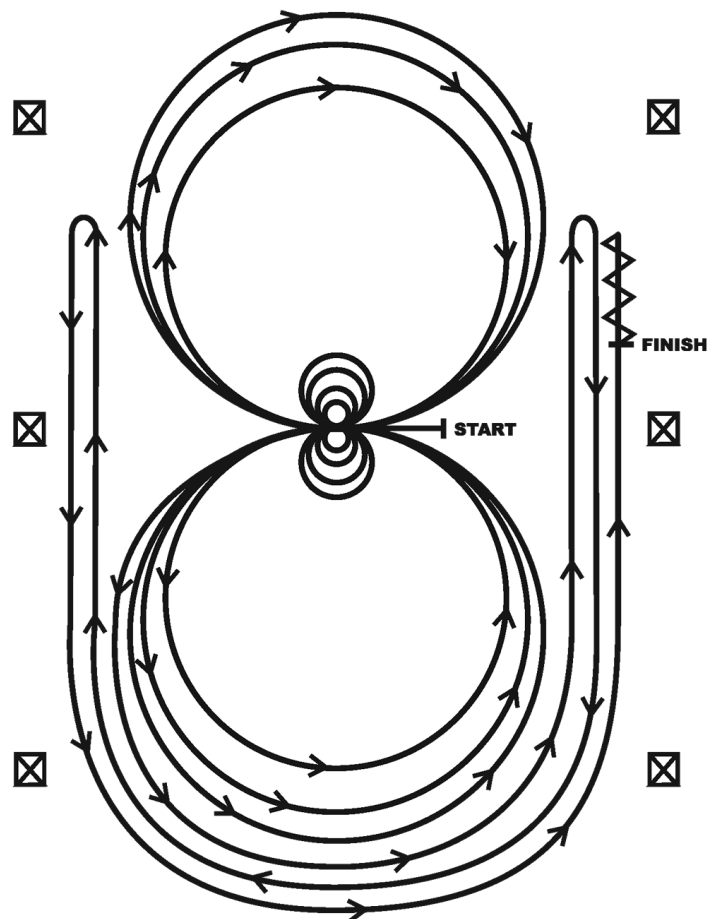
Pattern Provided by:

# GQHA Saddle Series

## Reining (All)

Show Date: 08-19-2017

### REINING PATTERN 6



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-6]

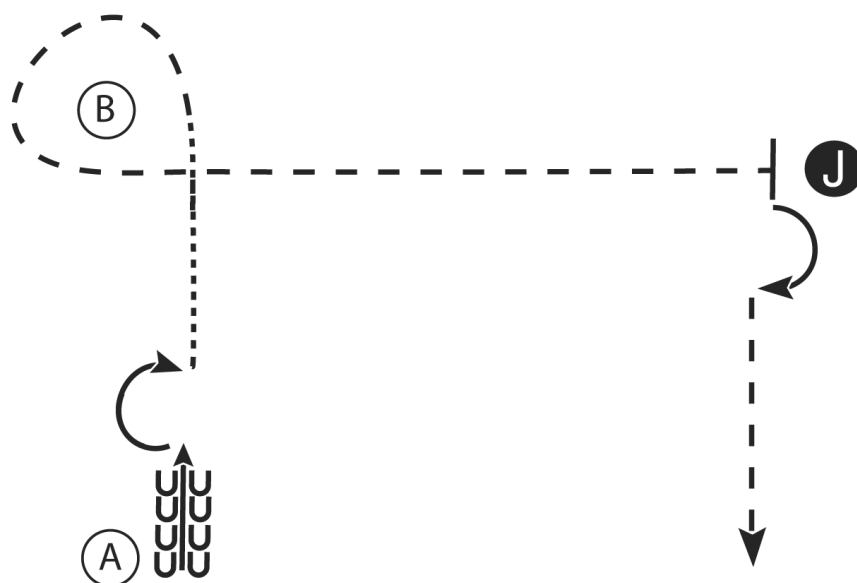
Pattern Provided by:




# GQHA Saddle Series

Showmanship (All Novice Youth, Novice Am, 4-H, and Open)

Show Date: 08-19-2017



1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

Walk .....  
Trot - - - - -  
Back ←   
Marker (B)  
Judge (J)

[S/2-1]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

Class: \_\_\_\_\_

HSP Pattern #SMS/Level II-1

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Back	180° pivot	Walk	Trot	Set Up	Inspect.	90° & Trot									100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
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																85.5			68			DQs
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

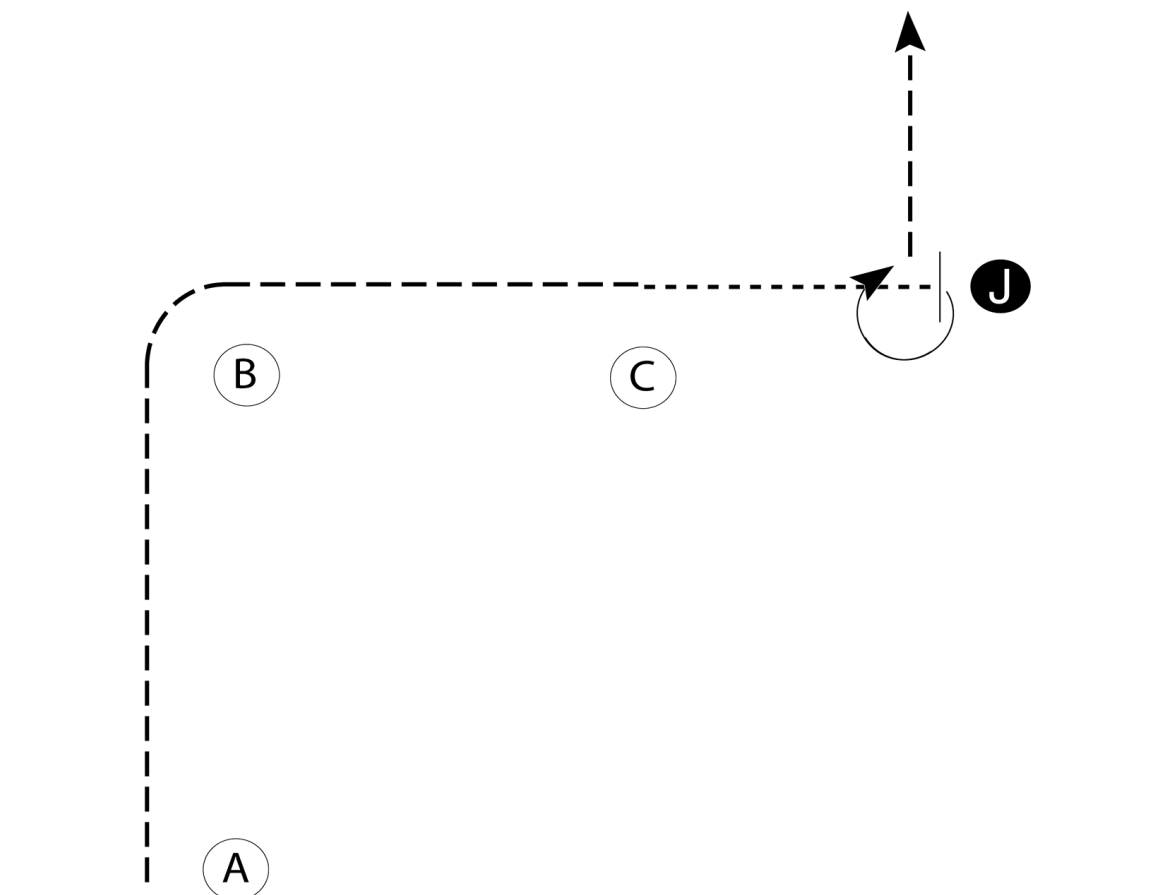
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

Showmanship (All Rookie Youth ,Am. Small Fry and EWD)


Show Date: 08-19-2017



Be ready at A.

1. Jog from A around B and to C.
2. Walk from C to Judge and set up for inspection
3. When dismissed perform a 270 degree turn and trot to lineup.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓙ

[S/1-26]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

Class: \_\_\_\_\_

HSP Pattern #SMS/Level I-26

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Jog	Walk & Set Up	Inspect.	270° & Trot												100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

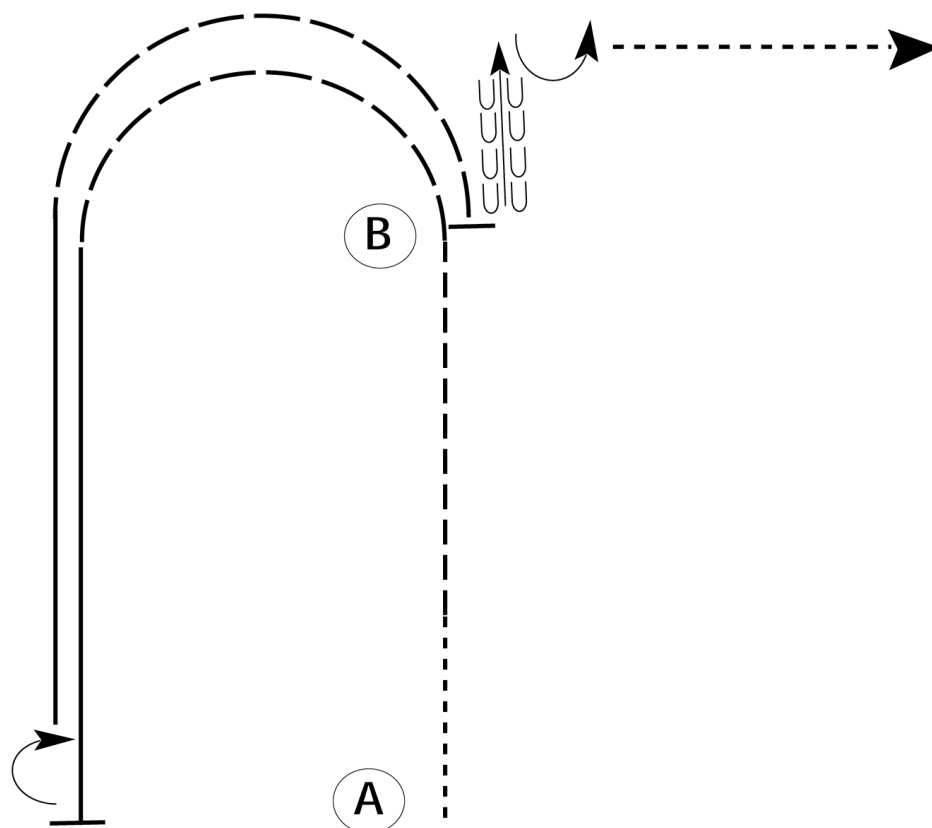
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

Western Horsemanship (All Novice Youth, Novice Am, 4-H, and Open)

Show Date: 08-19-2017



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the left lead until even with A.
5. Stop and perform a 180 degree turn to the right.
6. Lope on the right lead until even with B.
7. Extend the jog to B.
8. Stop at B and back approximately one horse length.
9. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

[WH/2-84]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

Class: \_\_\_\_\_

HSP Pattern #HMS/Level II-84

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	Ext. Jog	LL Lope	180° R	RL Lope	Ext. Jog	Stop & Back	90° L & Walk							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
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																90			72.5			
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																85.5			68			DQs
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

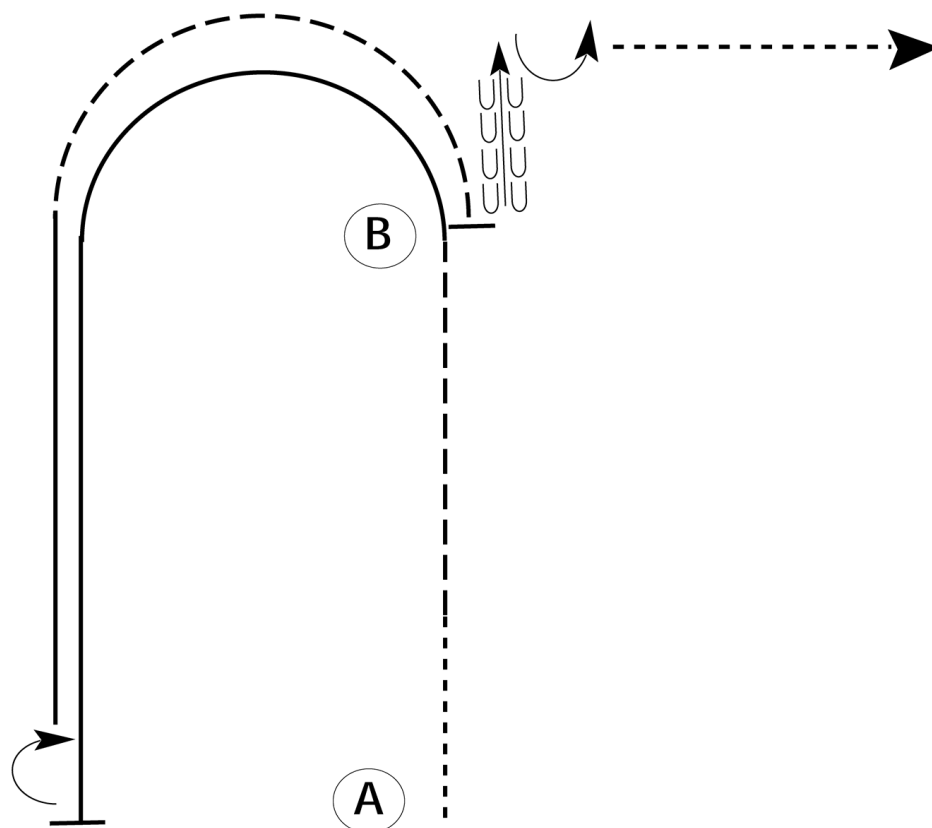
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

## Western Horsemanship (All Rookie Youth and Rookie Am)

Show Date: 08-19-2017



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Lope on the left lead in a half circle and then straight until even with A.
4. Stop and perform a 180 degree turn to the right.
5. Lope on the right lead until even with B.
6. Jog to B.
7. Stop at B and back approximately one horse length.
8. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- _ _ _ -
Lope	
Lead Change	
Back	
Marker	(B)

[WH/1-84]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Horsemanship

Date: \_\_\_\_\_

Class: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HMS/Level I-84

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	LL Lope	180° R	RL Lope	Jog	Stop & Back	90° L								100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

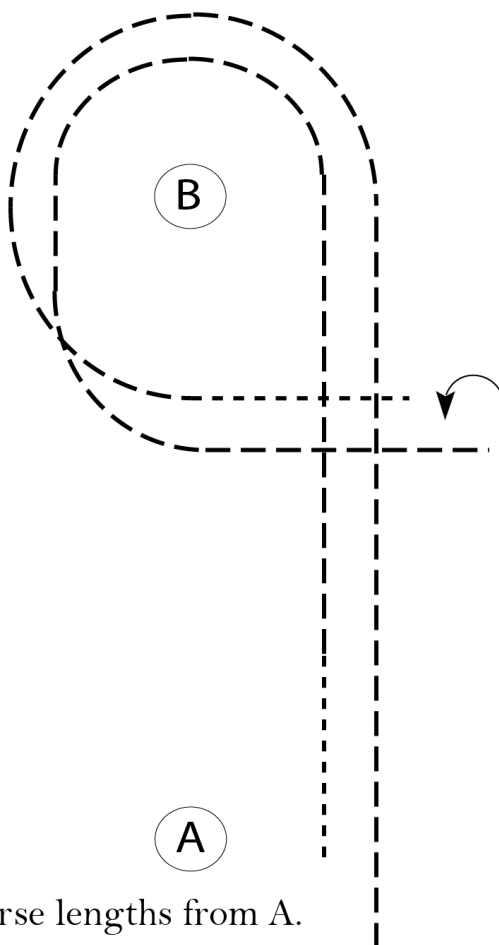
Judges Signature: \_\_\_\_\_



# GQHA Saddle Series

## Western Horsemanship (All Small and Walk-Trot)

Show Date: 08-19-2017



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to and around B.
3. Continue jog to center of pattern and several horse lengths past the center line.
4. Stop and perform a 1/2 turn left.
5. Walk to center of pattern.
6. Jog to and around B.
7. Continue jog from B to and past A.

Pattern is over once you have passed A.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	

[WH/WT-101]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Horsemanship

Date: \_\_\_\_\_

Class: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HMS/Walk Trot-101

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	180° L	Walk	Jog											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
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																90			72.5			
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																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_

# GQHA Saddle Series

## Western Horsemanship (EWD Walk or Trot)

Show Date: 08-19-2017

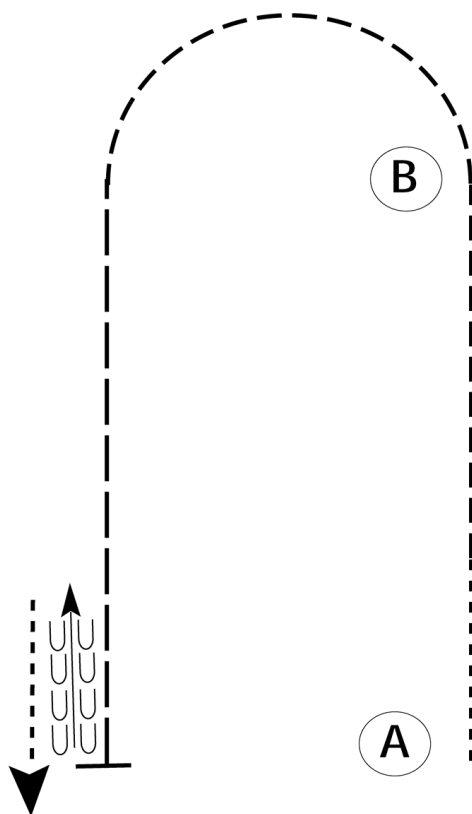
www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Jog in a half circle until even with B.
4. Extend the jog until even with A.
5. Stop when even with A and back approximately one horse length.
6. Walk straight away.

Follow the instructions of your ring steward.



Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

[WH/WT-84]

Pattern Provided by:



# PATTERN CLASS SCORE SHEET

Showmanship

Show:

Horsemanship

Date:

Class: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HMS/Walk Trot-84

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	Ext. Jog	Stop & Back	Walk											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_